

STAR WARS ORACLES: A HOW-TO

These Oracles were originally conceived of for use in a *Star Wars* campaign using the *Starforged* system, but can easily be used to create any randomly generated content for a *Star Wars* campaign in any system, using a d100 or two d10s. I felt Oracles were needed for quick-reference needs. Whereas *Starforged* is procedurally-generated content, *Star Wars* has a long, storied history of established vehicle types, races, and planets—these Oracles make it easy to pick a starship, know how big it is, how many passengers it can fit, who it might be affiliated with, and also pick a species and/or planet, with little need to use Wookieepedia in a more than cursory glance.

The method for using these Oracles is simple. Need a starship? Roll on a table. It will tell you if it is typically affiliated with Empire, Rebel, Smuggler, Hutt, Bounty Hunter, Syndicate, Civilian, or Any characters. These are called *tags*. The tags are listed from left to right, in order of the likelihood that the ship is affiliated with any of them. (*Example: a listing that has the tags Rebel / Empire / Smuggler, is most likely to be Rebel, but can sometimes be affiliated with Smuggler, though that's less likely since it is farthest to the right.*)

You may also roll on either the “Large-Scale Ship Table” or the “Small-Scale Ship Table” to simply see what sort of group a new main character is affiliated with. (*Example: if you roll up ARC-170 Starfighter / Empire / Rebel, you can ignore the starfighter part of the entry, and determine that the new NPC you just met could either be Imperial or Rebel, but is more likely with the Empire, since that tag is listed first. But it could be neutral, because of course there is always the chance it was simply stolen.*) If you just need to know how big a dreadnought is, or the difference in size between, say, a frigate and a cruiser, the “New Starship Type” has all that quick-reference information.

As for the “Races/Homeworlds/Territory” table, that simply acts as a three-in-one table. Need a quick canon-specific *Star Wars* race? Roll on the table, and automatically know its homeworld and where it is located. Or, need a random planet for your character(s) to go do a mission on? Roll on this same table. (*Example: If you roll up Bothan / Bothawui / Mid Rim, this could serve as either you've encountered a Bothan, been assigned a mission to Bothawui, or met someone from the Mid Rim.*)

The “Droid Type” also provides a quick, easy way for players unfamiliar with all the ins and outs of *Star Wars* canon to know exactly which droids are more common, which ones are more/less sentient than others, and what “class” they belong to.

Tables have also been created for when you randomly encounter a never-before-seen race in *Star Wars* (in other words, a race of beings exclusive to your campaign!). For creating new homeworlds that this new species might be from, I figure you can just use *Starforged*'s excellent random-world generator for that.

And finally, the “Lightsaber Forms” table is to give a player some idea about the flavor of lightsaber fighting (in canon terms) and tell you how likely the threat is to be, from TROUBLESOME to EPIC, depending. There are also 100 Darth/Sith names to use, on the off chance you do roll up one of those encounters.

A NOTE ON THE THESE TABLES: They were created assuming that the player will be playing during the Galactic Civil War Era of the franchise, or close to it—that's why tables mostly show affiliations to the Empire or the Rebellion, no High Republic or New Republic or Old Republic stuff. That's the bulk of the canon source material one can draw from (and that I could find information on). So the rarity of rolling up an encounter with a Jedi or Sith is directly because of that, as is the rarity of finding one of their vehicles.

GOOD LUCK! HAVE FUN! AND MAY THE FORCE BE WITH YOU...

RACES/HOMEWORLDS/TERRITORY:

1 – 20	Human / Coruscant / Core World
21 – 30	Twī'lek / Ryloth / Outer Rim
31 – 35	Zabrak / Iridonia / Mid Rim
36 – 38	Jawa / Tatooine / Outer Rim
39 – 40	Togruta / Shili / Expansion Region
41 – 43	Wookiee / Kashyyyk / Mid Rim
44 – 48	Rodian / Rodia / Outer Rim
49 – 50	Quarren / Mon Cala / Outer Rim
51 – 55	Sullustan / Sullust / Outer Rim
56 – 60	Duros / Duro / Core World
61 – 63	Hutt / Nal Hutta / Outer Rim / Hutt Space
64 – 65	Mirialan / Mirial / Outer Rim
66 – 67	Trandoshan / Trandosha / Mid Rim
68 – 69	Ugnaught / Gentes / Outer Rim
70 – 80	Droid (roll on “ Droid Type Table ”)
81 – 83	Bith / Bith (Clak'dor VII) / Outer Rim
84 – 87	Bothan / Bothawui / Mid Rim
88 – 90	Mon Calamari / Mon Cala / Outer Rim
91 – 92	Gran / Kinyen / Expansion Region
93 – 95	Ithorian / Ithor / Mid Rim
96 – 100	Roll on “ Rare Races/Homeworld/Territory ”

RARE RACES/HOMEWORLD/TERRITORY:

1 – 2	Yuuzhan Vong (homeworld: in another galaxy)
2 – 20	Togorian / Togoria / Mid Rim
21 – 35	Killik / Alderaan (originally) / Core World
36 – 40	Devaronian / Devaron / Colonies Region
41 – 43	Chadra-Fan / Chad / Outer Rim
44 – 50	Gungans / Naboo / Mid Rim
51 – 55	Pau'an or Utai / Utapau / Outer Rim
55 – 60	Gand / Gand (planet) / Outer Rim
61 – 65	Aqualish / Ando / Mid Rim
66 – 69	Barabel / Barab / Outer Rim
70 – 80	Gamorrean / Gamorr / Outer Rim
81 – 83	Nautalan / Glee Anselm / Mid Rim
84 – 87	Neimodian / Neimoidia / Colonies
88 – 93	Tusken / Tatooine / Outer Rim
94 – 95	Weequay / Sriluur / Outer Rim
95 – 97	Chiss / Csilla / Unknown Regions
98 – 99	Lasat / Lira San / Wild Space
100	Roll on “ New Race Type Table ”

NEW DROID NAME:

Pick a random object around you, take its first letter, roll two d10s and combine the letter and numbers.

DROID TYPE:

[*CLASS 1: small sentience*]

1 – 20	Medical droid
21 – 24	Biological science droid
25 – 27	Physical science droid
28 – 29	Mathematics droid

[*CLASS 2: elevated sentience*]

30 – 35	Astromech droid
36 – 37	Exploration droid
38 – 39	Environmental droid
40 – 45	Engineering droid
46 – 50	Maintenance droid

[*CLASS 3: most advanced, “sentient-like”*]

51 – 54	Protocol droid
55 – 60	Servant droid
61 – 62	Tutor droid
63 – 65	Childcare droid

[*CLASS 4: programmed to fight*]

66 – 73	Security droid
74 – 75	Gladiator droid
76 – 77	Battle droid
78 – 79	Assassin droid

[*CLASS 5: simple labor*]

80 – 89	General labor droid
90 – 98	Labor-specialist droid
99 – 100	Hazardous-service droid.

REVEALED DROID TRAIT

1 – 10	It's got a hidden weapon
11 – 20	It's actually remote-controlled...
21 – 30	It was recently “sliced” (hacked)
31 – 40	It has multiple personalities
41 – 50	It has been rigged to explode
51 – 60	Greatly gifted at a random skill
61 – 70	It goes to sleep constantly
71 – 80	It has a random phobia
81 – 90	It knows all local passwords
91 – 100	It has holographic recordings...

NEW RACE TYPE:

1 – 50	Humanoid
51 – 60	Reptilioid, lizard-like
61 – 70	Amphibioid, frog-like
71 – 80	Insectoid, insect-like
81 – 90	Felinoid, cat-like
91 – 98	Caninoid, dog-like
99 – 100	Bizarre shape, squid-like, or incorporeal

NEW RACE LIMBS:

1 – 25	Proportional arms and legs
26 – 40	Disproportionate arms
41 – 55	Disproportionate legs
56 – 70	Disproportionate arms and legs
71 – 85	Squid-like, many tentacles
86 – 90	Insect-like, multijointed limbs
91 – 98	Fish-like, they have fins
99 – 100	No limbs (they slither like a snake)

NEW RACE INTELLIGENCE:

1 – 20	Primitive or near primitive
21 – 90	Common
91 – 99	Advanced
99 – 100	Beyond advanced

NEW RACE LANGUAGE:

1 – 50	Galactic Basic (spoken, syllabic)
51 – 60	Spoken, tonal language, almost sung
61 – 70	Sign language
71 – 80	Guttural, susurrus, and/or subharmonic
81 – 85	Pheromones
86 – 90	Bioluminescence, displays of colors
91 – 100	Unknown

NEW RACE HOMEWORLD: (for specifics, roll on Starforged planet tables)

1 – 50	Planet
51 – 75	Moon
76 – 98	Protoplanet
99 – 100	None, it was destroyed or they abandoned it, they're possibly nomadic

NEW RACE AFFILIATION:

1 – 40	Empire (loyalist)
41 – 50	Empire (secretly defiant)
51 – 80	Rebel (loyalist)
81 – 85	Rebel (in it for the money)
86 – 87	Bounty Hunter
88 – 90	Smuggler
91 – 96	Anarchist / No loyalties
97 – 98	Sith
99 – 100	Jedi

SMALL-SCALE STARSHIP/AFFILIATION:

1 – 2	YT-1300 light freighter / Rebel / Smuggler	93 – 94	Fondor Haulcraft / Civilian / Rebel
3 – 4	YT-2400 light freighter / Rebel / Smuggler	95 – 96	J-type Star Skiff / Naboo / Rebel
5 – 6	Delta-class Imperial Shuttle / Empire	97 – 98	Huttian star yacht / Hutt
7 – 8	Droid Tri-Fighter / Trade Federation	99 – 100	Roll on “ New Starship Type Table ”
9 – 10	YT-700 transport ship / Rebel / Smuggler		
11 – 12	X-wing starfighter / Rebel		
13 – 14	Y-wing starfighter / Rebel		
15 – 16	A-wing starfighter / Rebel		
17 – 18	B-wing bomber / Rebel		
19 – 20	K-wing bomber / Rebel		
21 – 22	TIE fighter (likely a squadron) / Empire		
23 – 24	TIE bomber (likely a squadron) / Empire		
25 – 26	H-type Nubian yacht / Naboo / Rebel		
27 – 28	I-7 Howrunner starfighter / Empire		
29 – 30	N-1 starfighter / Naboo / Rebel		
31 – 32	Starwind-class pleasure yacht / Civilian		
33 – 34	Luxury 5000 yacht / Civilian		
35 – 36	Baudo-class star yacht / Civilian / Smuggler		
37 – 38	YV-666 light freighter / Corporate / Bounty Hunter		
39 – 40	Firespray-31 patrol ship / Planetary Defense / Bounty Hunter		
41 – 42	ST-70 class Razor Crest assault ship / Rebel / Bounty Hunter		
43 – 44	YT-2550 medium freighter / Rebel / Smuggler		
45 – 46	ARC-170 starfighter / Empire / Rebel		
47 – 48	TIE Interceptor (“bent-wing” type) starfighter / Empire		
49 – 50	Fury-class Sith Imperial interceptor / Mystic / Sith		
51 – 52	T-47 Snowspeeder (atmospheric-only) / Rebel		
53 – 54	Kom’rk-class starfighter / Mandalorian splinter faction “Death Watch”		
55 – 56	Clawcraft starfighter / Chiss		
57 – 58	JumpMaster 5000 lightly-armed starship / Civilian Patrol / Bounty Hunter		
59 – 60	Geonosian starfighter / Any		
61 – 62	Starscape-class yacht / Civilian / Hutt / Smuggler / Syndicate		
63 – 64	Delta-7 Aethersprite-class light interceptors / Bounty Hunter / Jedi		
65 – 66	V-wing starfighter / Rebel		
67 – 68	E-wing starfighter / Rebel		
69 – 70	Z-95 Headhunter / Rebel		
71 – 72	TIE/LN starfighter (likely with a squadron) / Empire		
73 – 74	Porax-38 starfighter / Civilian / Empire / Utapau Skyforce		
75 – 76	Vulture droid starfighter / Trade Federation		
77 – 78	TIE Defender (multiple bent wings fanning out) / Empire		
79 – 80	Twin-Pod Cloud Car (atmospheric-only ship) / Any		
81 – 82	Lambda-class Imperial shuttle / Empire		
83 – 84	HWK-290 light freighter / Civilian / Smuggler / Pirate		
85 – 86	VCX-100 light freighter / Civilian / Rebel / Smuggler		
87 – 88	GINIVEX-class Fanblade starfighter / Bounty Hunter / Civilian		
89 – 90	Yorik-et (Yuuzhan Vong starfighter equivalent) / Yuuzhan Vong		
91 – 92	Quadjumper (“tugboats”, uses magnetic clamps to move junk) / Any		

PLANETARY VEHICLE TYPE:

1 – 15	Single-passenger landspeeder
16 – 35	Multi-passenger landspeeder
36 – 45	Single-passenger airspeeder
46 – 60	Multi-passenger airspeeder
61 – 70	Single-passenger wheeled vehicle
71 – 80	Multi-passenger wheeled vehicle
81 – 90	Single-passenger speeder bike
91 – 100	Two-passenger speeder bike

LARGE-SCALE STARSHIP/AFFILIATION:

1 – 2	Victory-class Star Destroyer / Empire	93 – 94	Azalus-class Hutt dreadnought / Hutt
3 – 4	Death Star / Empire	95 – 96	CR70 corvette Rebel / Smuggler
5 – 6	Interdictor-class Star Destroyer / Empire	97 – 98	Bellator-class dreadnought / Empire
7 – 8	Imperial I-class Star Destroyer / Empire	99 – 100	Roll on “New Starship Type Table”
9 – 10	Imperial II-class Star Destroyer / Empire		
11 – 12	Venator-class Star Destroyer / Empire		
13 – 14	Resurgent-class Star Destroyer / Empire		
15 – 16	Onager-class Star Destroyer / Empire		
17 – 18	Cantwell-class Arrestor Cruiser / Empire		
19 – 20	Gladiator-class Star Destroyer / Empire		
21 – 22	Quasar Fire-class cruiser-carrier / Empire		
23 – 24	Nebulon-B escort frigate / Rebel / Smuggler		
25 – 26	CR90 corvette / Rebel / Jedi		
27 – 28	Kandosii-type dreadnought / Mandalorian / Smuggler		
29 – 30	Vigil-class corvette / Empire		
31 – 32	Eclipse-class dreadnought / Empire		
33 – 34	Executor-class Super Star Destroyer / Empire		
35 – 36	Dreadnought-class heavy cruiser / Chiss		
37 – 38	Dreadnought-class heavy cruiser / Empire		
39 – 40	Dreadnought-class heavy cruiser / Utapau		
41 – 42	MC30c Mon Calamari Star Frigate / Rebel		
43 – 44	MC90 Mon Calamari Star Cruiser / Rebel		
45 – 46	MC80 Mon Calamari Star Cruiser / Rebel		
47 – 48	MC40a Mon Calamari Light Cruiser / Rebel		
49 – 50	Bothan Assault Cruiser / Bothan Navy / Rebel		
51 – 52	Bothan frigate / Bothan Navy / Rebel		
53 – 54	GR-75 medium transport / Rebel		
55 – 56	Acclamator-class assault ship / Rebel		
57 – 58	Praetor II-class battlecruiser / Empire		
59 – 60	Lucrehulk-class Droid Control Ship / Trade Federation		
61 – 62	Muunificent-class star frigate / Muuns / InterGalactic Banking Clan		
63 – 64	Sith Meditation Sphere / Mystic / Sith		
65 – 66	Sith dreadnought / Mystic / Sith		
67 – 68	Assault Frigate Mark II / Rebel		
69 – 70	Raider-class corvette / Empire		
71 – 72	Gozanti-class cruiser / Empire		
73 – 74	Pelta-class frigate / Rebel / Smuggler / Syndicate		
75 – 76	Hammerhead corvette / Rebel / Syndicate		
77 – 78	Starhawk-class battleship / Rebel		
79 – 80	Lancer-class frigate / Empire / Rebel		
81 – 82	Bulwark Mk. III battlecruiser / Rebel		
83 – 84	C-9979 landing craft / Trade Federation / Syndicate		
85 – 86	Shifalan patrol ship / Neutral / Pirate / Smuggler		
87 – 88	Mandalorian warship (Venator style) / Pirate / Smuggler / Syndicate		
89 – 90	Killik Nest Ship / The Killik Hive		
91 – 92	Marauder-class corvette / Empire / Hutt / Corporate		

NEW STARSHIP TYPE:

1 – 20	Single passenger, starfighter or escape pod
21 – 39	Freighter, large enough for a dozen or so passengers
40 – 65	Corvette (100-200 meters), about 100 – 300 crew and passengers
66 – 72	Frigate (200-400 meters) about 1,500 – 2,000 crew and passengers
73 – 78	Cruiser (400-600 meters) about 3,000 – 25,000 crew and passengers
79 – 84	Heavy Cruiser (600-1,200 meters) about 2,000 – 80,000 crew and passengers (varies wildly)
85 – 91	Destroyer (1,200-2,000 meters) about 6,000 – 8,000 crew and passengers
92 – 95	Battlecruiser (2,000-5,000 meters) about 80,000 – 110,000 crew and passengers
96 – 99	Dreadnought (+5,000 meters) about 180,000 – 250,000 crew and passengers
100	Superweapon (Death Star-like) about 500,000 – 2,000,000 crew and passengers

NEW STARSHIP DESIGN:

1 – 25	Boxy
26 – 50	Sleek
51 – 75	Organic-looking
76 – 100	Asymmetrical

NEW STARSHIP AFFILIATION: (you may not know this right away)

1 – 25	Imperial
26 – 30	Rebel Alliance
31 – 35	Syndicate (Hutts, Black Sun, a guild of some kind, etc.)
36 – 50	Smuggler
51 – 55	A planet's own planetary defense force
56 – 65	Belongs to a corporation
66 – 88	Civilians just traveling (not applicable if Corvette or larger, roll again)
89 – 90	Bounty Hunter
91 – 92	Chiss
93 – 94	Yuuzhan Vong
95 – 96	Jedi
97 – 98	Sith
99 – 100	A brand-new species, roll on "New Race Type Table"

NEW STARSHIP QUIRKS: (roll 2-3 times)

1 – 10	Damaged
11 – 20	Lots of antennas
21 – 30	Emitting lots of signals
31 – 40	Someone doing a spacewalk outside of it
41 – 50	Unusual weapon designs
51 – 60	Lots of mechanical arms/tentacles extending
61 – 70	A halo of bright energy pulses around it intermittently
71 – 80	A cloud of nano machines or droids surrounds it
81 – 90	Seems to be in a hurry, quickly moving to jump to lightspeed
91 – 100	They are towing something...

DARTH/SITH NAMES:

1	Kalasik	47	Diskorrd	93	Feer
2	Volk'in	48	Mal	94	Bas'uul
3	Boruuk	49	Agitayt	95	Errant
4	Unta'mok	50	Mischief	96	Zenith
5	Kataliis	51	Zumminer	97	Nadir
6	Imperatus	52	Apex	98	Egresha
7	Gavidian	53	Totalitus	99	Círidül
8	Xarallus	54	Reh-mors	100	Malgav
9	Ruuv	55	Pitiless		
10	Mai'ot'arru'Aud (She-Who-Greets-With-Fire)	56	Revulshuun		
11	Nullum	57	Ur'lok (The Defiler)		
12	Sezic	58	Chayyn		
13	Fatallis	59	Wo'o		
14	Imladdi	60	Bezma'gite		
15	Ruul	61	Tauren		
16	Vor (The Prophet of Alderaan)	62	Redolenn		
17	Pau'rudar	63	Koriinth		
18	Naatam	64	Nazr'idul		
19	Ordana	65	Buudu		
20	Bo	66	Hydricorr		
21	Eradic	67	Ode		
22	Domin'gard	68	Herillis (The Traveler)		
23	Redeemless	69	Peril		
24	Rijiyk	70	Yan'ri		
25	Orispar (The Oracle)	71	Voiryz		
26	Lorh	72	Centigarri		
27	Ferrik (The Jade-Eyed)	73	Undegru (The Defeated)		
28	Zrii'zriit	74	Repress		
29	Qaesitor	75	Fortune		
30	Trah (The Quested)	76	Modomas		
31	Chi'ranoth	77	Retaliate		
32	Galrith	78	Vobyyn (The Condemned)		
33	Nava	79	Thorr'n		
34	Lyyyrrd	80	Vitalyis (The One Who Wept)		
35	C'v'okk	81	Authorr (Author of His Own Destiny)		
36	Milvinji	82	Tegriit		
37	Tar-kar	83	Hizra		
38	Vindik	84	Restrikkt		
39	Gripp	85	Gor		
40	Ilgosuu	86	Jirr & Onirr (The Two Who Are One)		
41	Fadrenorr	87	Kalash		
42	Xor Minh Lah (The Ageless Void)	88	Seventh		
43	Sarren	89	Aa'ru		
44	Mordenta	90	Vapydd		
45	Vagrasahl	91	Trondu		
46	Disint	92	Forbayyd		

LIGHTSABER FORMS:

- 1-60 Form I / Shii-Cho / Way of the Sarlacc / Determination Form (TROUBLESOME) – This form is the very basics of lightsaber combat. However, some practitioners focus *only* on this form, with the philosophy that high repetition of basic movements creates refined movements. But it is a general combat form, not specializing against any one type of weapon, enemy, or situation. Both Jedi and Sith will usually start with this. **Practitioners who used it: Most Sith and Jedi**
- 61-70 Form II / Makashi / Way of the Ysalamiri / Contention Form (DANGEROUS against most, FORMIDABLE against lightsabers) – A true duelist’s form. This form was specifically created for lightsaber-on-lightsaber combat. It focuses on footwork, maneuvering, and carefully attacking a lightsaber-wielding enemy in such a way that doesn’t leave oneself open to a retaliation. A Sith might use this to toy with their enemy, whereas a Jedi might use it to win against an opponent by wearing them, winning by attrition.” **Practitioners who used it: Count Dooku, Asajj Ventress.**
- 71-80 Form III / Soresu / Way of the Mynock / Resilience Form (TROUBLESOME against lightsabers, FORMIDABLE against all else) – Specifically created to fight against blasters and other energy weapons, Form III is for any practitioner focusing on fighting in open combat, in war, or in a street fight. A Sith might use this for honor duels, whereas a Jedi might use this form to defend someone else while beating a retreat. **Practitioners who used it: Jedi Master Obi-Wan Kenobi, Jedi Kel Dor.**
- 81-84 Form IV / Ataru / Way of the Hawk-bat / Aggression Form (DANGEROUS against multiple opponents, EXTREME against one opponent) – Fast-paced and effective against a single opponent. Meant to get in fast, perform a quick disarm or kill, and then move on. Surprise, speed, and violence of action are the key here. A Sith might use these for assassination, and a Jedi might use this to quickly disarm an assassin’s weapon. **Practitioners who used it: Jedi Master Qui-Gon Jinn, Jedi Master Obi-Wan Kenobi, Jedi Grandmaster Yoda**
- 85-90 Form V / Shien / Djem So / Way of the Krayt Dragon / Perseverance Form (EPIC against one opponent, EXTREME against multiple opponents) – This form was a further evolution of Form III. The creators saw that Form III could sometimes take too long, and developed techniques to put emphasis on power attacks and defense, followed immediately by a counterstrike. A Sith trained in this might be a Jedi-hunter, and a Jedi trained in this might be someone who has reason to believe he will be hunted by a Sith. **Practitioners who used it: Jedi Master Plo Koon, Luke Skywalker, Anakin Skywalker/Darth Vader, and Darth Bane.**
- 91-98 Form VI / Niman / Way of the Rancor / Moderation Form – (EXTREME) A hybrid form, very difficult to master. It was created by blending many of the techniques and philosophies of the preceding five forms. It also does not try to force all practitioners to fight the same way, accounting for differences in height, weight, species, numbers of limbs, etc. Its philosophy: “We absorb what is useful, discard what is useless, and develop what is essentially our own unique way.” A Sith might use this to be a jack of all trades for the sake of being deployed on various missions, and a Jedi might use this to be a “utility man” on missions (this form is sometimes called the “Diplomat’s Form”). **Practitioners who used it: Sith Lord Exar Kun, Jedi Master Cin Drallig**
- 99-100 Form VII / Juyo / Way of the Vornskr / Ferocity Form – (EPIC) Rarely taught. In all of Star Wars history, only a few have been trained in it. That is because it means using one’s own aggression and teetering on the Dark Side. **Practitioners who used it: Darth Maul, Jedi Master Kavar, Jedi Master Zez-Kai Ell, Jedi Master Mace Windu, Darth Sidious/Emperor Palpatine.**